

STARFACE for iOS (English)

STARFACE for iOS, Version 8.1.5 Build 8, Release Date: 12.07.2024

Version 8.1.5 Build 8 (Release Date: 12.07.2024)

Improvements / Optimizations

- Optimized Behavior for Emergency Call Handling:
 - Default handling of emergency calls via mobile networks has been changed: Emergency numbers are now always dialed via the cellular network (native telephony) by default. (Note: An activated SIM card in the iPhone is required for this!)
 - Additional option "Emergency SOS" in the app settings to be able to change the default behavior for handling emergency calls if necessary (emergency calls via mobile networks or emergency calls via STARFACE)
 - Informing app users about the changed default behavior for making emergency calls (via a one-time pop-up message)
- Technical optimization:
 - Revised version of PhoneNumberConverter 2.0
 - for clean SIP connection termination when the user exits the app.
- Improved login process: A warning is now displayed when a login attempt is made without a password or login ID.
- More understandable error message when a user tries to log in without specifying a server.
- Improvements to the display of the info message for the changed emergency call handling
- [SC] Optimizations regarding previous sporadic problems with aborted voicemail recording [Call#7868711] [Call#7916611]

Bugfixes

- Bugfixes to fix / prevent increased app crashes.
- (Fixed) Issues in the journal in the Chat tab:
 - Only a maximum of 25 chats were displayed in the journal.
 - In some cases, not all unseen chat messages could be viewed, so the counter in the Chat tab did not reset to "zero".
- (Fixed) Automatic reconnection at app start without network connection. The app now automatically establishes a connection as soon as a network connection is available again.
- (Fixed) The chat status changed unintentionally when the SF iOS app was brought back to the foreground (to the last active status set in the SF iOS app itself, if the status was changed again in the SF desktop app in the meantime and the SF iOS app was then moved to the background).
- (Fixed) If the user received an incoming call immediately after a force close of the SF app, there were problems answering the call (approx. in the first 3 minutes after the force close).
- (Fixed) [SC] Incoming call was signaled briefly and then aborted [Call#7906986]

In some cases:

- [SC] The SF app did not ring for an incoming call when it was opened for the first time [Call#7924568].

STARFACE for iOS, Version 8.1.4 Build 13, Release Date: 08.05.2024

Version 8.1.4 Build 13 (Release Date: 08.05.2024)

Improvements / Optimizations

- Group chat name is now displayed in the journal.
- Siri function "Call user with STARFACE" now also available for the SF iOS app (with locked screen, app in background, app in foreground, app closed).
- In-app request for app rating
- Menu item for app rating
- Technical optimizations.

Bugfixes

- (Fixed) [SC] In some cases, push notifications for new incoming chat messages were still displayed after logout. [Call#7929843]
- Bugfixes to fix / prevent increased app crashes.

STARFACE for iOS, Version 8.1.3 Build 8, Release Date: 05.04.2024

Version 8.1.3 Build 8 (Release Date: 05.04.2024)

New Features / Improvements

- Fundamentally revised synchronization of the journal.
 - Improved reliability of journal synchronization
 - Elimination of inconsistencies

- Precise synchronization of deleted entries in the iOS app for accurate data mirroring.
 - Optimization of background processes in the iOS app to minimize synchronization errors.
 - More robust and efficient performance.
- Further journal improvements:
 - Improved logic for determining the counters for unseen journal entries. The counters in the tabs for calls, faxes, chats and voicemails are now updated accurately to capture only unread entries.
 - Improved logic for marking journal entries as read: Faxes, chats and voicemails are now correctly marked as read once they have been opened or listened to.
 - Call: New / unseen call list entries are marked as seen when the user manually switches to the "All" or "Calls" tab in the journal of the iOS app.
 - Chat: New / unseen chats are marked as seen when the user opens the chat entry in the iOS app journal.
 - Fax: New / unseen faxes are marked as seen when the user selects and downloads the fax entry in the journal of the iOS app or another SF app.
 - Voicemail: New / unseen voicemails are marked as heard when the user listens to the voicemail entry in the journal of the iOS app or another SF app.
 - Additional option in the context menu (via swipe) to quickly mark unseen voicemails and faxes as heard or seen.
 - A new / unseen voicemail is now immediately marked as heard when "Play" is clicked without listening to it completely.
- Save the set filters:
 - Filters set in the journal are saved and also applied after the next app start:
 - CarPlay: Set call list filters are saved and applied the next time they are used.
- The screens for "Conference" and "Hold" now have the same height as the "Redirect" screen.
- Technical optimizations.

Bugfixes

- Fixed: [SC] The list entries deleted on another client or device (call list, voicemails, fax) were still displayed in the journal. [Call#6952251]
- Fixed: The call list in the journal was not complete in some cases, individual entries were missing.
- Fixed: After a brief interruption of the connection during an active call, the call was not displayed in the journal of the call list. It only appeared after logging out and in again or after restarting the app.
- Fixed: Group calls were still displayed in the call list journal after the user had been removed from the group.
- Bugfixes to fix / prevent increased app crashes.

in some cases:

- Fixed: In some cases, no chats were displayed and loaded in the journal.
- Fixed: If the SF app was in the foreground when an incoming call rang and you wanted to forward it without answering, in some cases (especially on iPhones with small displays) the notification of the incoming call overlapped the forwarding menu for selecting the subscriber to forward.

Note about the release

- Important! Due to the extensive improvements in the Journal and the fixing of bugs from previous app versions, it may happen that after the update to v8.1.3 voicemails and fax entries are suddenly displayed as unseen in the Journal that were not displayed that way before (you think they were already listened to). This may seem like a bug at first, but it is the result of a previous malfunction that has now been fixed. The user's unseen voicemails and faxes that actually exist on the SF PBX are now correctly recognized and displayed after they were previously incorrectly marked as read (a cross-client logic for marking as "read" takes effect here).
 - How this can be solved: If this is the case, the user can manually bring this up to date once by a) actually listening to or opening the entries marked as unread or b) marking them as read (via the new option when side-swiping the entry) or c) deleting them.
- Please note the new improved logic of how journal entries are now marked as seen or taken into account in the counter of the individual journal tabs. Faxes, chats and voicemails are now correctly marked as read as soon as they have been opened or listened to. For details see above in "Improvements" > "Improved logic for marking journal entries as read".

STARFACE for iOS, Version 8.1.2 Build 4, Release Date: 05.02.2024

Version 8.1.2 Build 4 (Release Date: 05.02.2024)

New Features / Improvements

- Upgrade to pjsip 2.14
- Minor technical adjustments for more detailed analysis of certain misbehaviors and behaviors.

Bugfixes

- Bugfix for sporadic misbehavior Call setup fails with error message "CallKitHandling.CallKit ManagerErrorFehler 3."

STARFACE for iOS, Version 8.1.1 Build 7, Release Date: 29.11.2023

Version 8.1.1 Build 7 (Release Date: 29.11.2023)

New Features / Improvements

- Optimizations for Apple CarPlay support (user interface)
 - Optimized display in the Contacts menu item
 - Display of contacts with umlauts and other diacritical characters at the beginning of the name.
 - Display of contacts with special characters, numbers etc. at the beginning of the name.
- CarPlay: Sorting of Siri results: Entries for function keys (BLF and direct dialling keys) are always displayed first.
- CarPlay: When starting a call via Siri search, the internal phone number is dialed for BLF buttons.

Bugfixes

- Bugfixes to fix / prevent increased app crashes.
- CarPlay: In the menu item, no contacts could be found with a last name starting with Y or Z.
- CarPlay: If a call to a contact with multiple phone numbers was to be started via Siri, then after selecting the contact, the call was started directly to the address book phone number instead of displaying a selection menu to choose from the available phone numbers.

STARFACE for iOS, Version 8.1.0 Build 15 Release Date: 27.09.2023

Version 8.1.0 Build 15 (Release Date: 27.09.2023)

Notes About The Release

- Raising the minimum system requirement to iOS 15 (and higher).
 - All app version 8.1.0 (and higher) will require at least iOS 15.
 - Users with < iOS15 will be offered the last app version supported with it, 8.0.2 (4), in the App Store.

New Features / Improvements

- Support for Apple CarPlay*
 - from iOS 17 (and higher)
 - STARFACE user interface in CarPlay-equipped cars.
- Without "Voicemail" permission, it is not possible to redirect calls to the voicemail box.
- Minor technical optimizations.

Bugfixes

- In some cases a notification of the SF App "STARFACE Chat Message [Encrypted]" was displayed in the iOS message center.
- After starting a call, the speaker icon was highlighted.

* = Supported features in the STARFACE user interface of CarPlay:

- Incoming calls
 - Show on the car display.
 - Accept and keep as an active call in the car.
 - Call acceptance via Carplay display.
 - Call acceptance via answer button on steering wheel.
- Start outgoing calls from the STARFACE user interface in CarPlay
 - via favorites
 - via call history
 - via SF address book contacts (=> Contacts)
 - via Siri (=> as a first test via Siri button in the STARFACE CarPlay user interface).
 - per contact name
 - iPhone contacts
 - from SF address book
 - from SF favorites
 - via dictation of call number
- Display of call history
 - show call type (icon + text)
 - show date & time per list entry
 - call list shows phone status via colored ring
 - profile picture in call list
 - filtering by group & call type
- Contacts search via Siri (=> Siri button under Contacts menu item)
 - for iPhone contacts
 - by contacts from SF address book
 - by SF favorites
- Status display for users of the same SF system
 - telephone status via colored ring
 - status text (if self-selected status text)

STARFACE for iOS, Version 8.0.2 Build 4 Release Date: 06.09.2023

Beta-Version 8.0.2 Build 4 (Release Date: 06.09.2023)

New Features / Improvements

- Extension of the logs
- Technical optimizations

Bugfixes

- [SC] In some cases, there was no audio after answering an incoming call. [Call#7845449] [Call#7846359]
- [SC] In some cases, the softphone was not connected and calls were no longer possible. [Call#7846360]
- [SC] When copy and pasting a number with +49 from the clipboard into the numeric keypad of the app, the + was not transferred.
- Bugfixes to possible connection problems after a terminated call.

STARFACE for iOS, Version 8.0.1 Build 3, Release Date: 26.07.2023

Version 8.0.1 Build 3 (Release Date: 26.07.2023)

New Features / Improvements

- Call handling optimizations for cases with audio issues after call acceptance.
- Optimizations of the STARFACE Call Screen for incoming calls (if SF App is in foreground): Display of a forward button to be able to forward an incoming call before answering it.
- Improved display of an incoming Call2Go call (when call is transferred to another device via Call2Go)
- Display of "+" in keyboard in menu item numeric keypad.

Bugfixes

- Bugfixes zu einzelnen Fällen in denen es es kein Audio gab nach der Gesprächsannahme eines eingehenden Anrufs. [Call#7845449]
- [SC] Listening to the mailbox via quick dial *9 was interrupted after some time. [Call#7779349]
- After accepting a forwarded Call2Go call while the app was in the foreground, no audio was heard.
- Bug fixes to resolve / prevent app crashes on devices running iOS 15.0 and 15.1.
- Bugfixes to fix / prevent certain app crashes.

STARFACE for iOS, Version 8.0.0 Build 6, Release Date: 14.06.2023

Version 8.0.0 Build 6 (Release Date: 14.06.2023)

New Features / Improvements

- In an active call, the numbers/information entered via the keypad (DTMF) are displayed in the Call Manager.
- If the connection setup causes problems (failed), a button to retry the action is now displayed so that the user can quickly and independently start a new attempt to connect to the SF server.
- Enhancement KeepAlive Timer: The app automatically reconnects to the server at regular intervals when the user is logged in and the app is in the foreground, in order to quickly automatically reconnect even in case of potential short connection losses.
- Callback option if call acceptance of an incoming call has technically failed after clicking the Accept button.
 - Display of a message to inform the user.
 - Retry button as a possibility to start the call again (callback).
- Search for direct dial keys in the Keys tab of the Contacts menu item.
- Deletion of fax list entries in the journal.
- Technical revisions of certain code areas.

Bugfixes

- [SC] A call via the dialing method Call-Through (in connection with the required Call-Through module) to a fully qualified phone number beginning with 00xx failed. [Call#7108406][Call#7105865]
- [SC] [SF PBX 6.7 only] Forwarded calls were sometimes not displayed by name, but "Connect" [Call#7776557]
 - When the device is locked on an incoming SF call, the native iOS call screen for external (not stored) numbers showed "Connect ...".
- In an attended transfer switching back and forth between calls did not work.
- If the STARFACE app was in the foreground when answering an incoming call, the call did not open in full screen.
- Error message on failed login (due to wrong server URL) was displayed 2x in a row.
- When another user logged into the SF iOS app on the same device after logout, the softphone was disabled by default.
- After a new app ringtone was set and saved, the app still rang with the previous ringtone until restart.
- Group faxes were not displayed in the journal / fax list.

- The profile status of users was not correctly displayed / synchronized for all entries in journal entries.
- For fax entries of external fax numbers, a call option was displayed when swiping to the side, although this number cannot be called.
- After a failed login attempt, the next login attempt also failed.
- In the numeric keypad menu item, autocompletion did not give the expected results when entering an external phone number in some cases.
- If the SF app did not have permission to use the microphone, calls with the iPhone, Callback and Callthrough dialing modes could not be started either.

STARFACE for iOS, Version 7.3.3 Build 11, Release Date: 27.04.2023

Version 7.3.3 Build 11 (Release Date: 27.04.2023)

New Features / Improvements

- [SC] Callback dialing mode can now be used without STARFACE Apps Premium license. [Call#7106897]
- Optimized display in the "About" menu item.
- Improved logging.
- Display of acknowledgements in the iOS system settings.
- Optimizations in call handling for cases with audio problems after call acceptance.
- Optimization of the display of outgoing calls in the call screen: Display of call status when starting the call (connecting...) and while ringing at the other party (call...).
- Optimizations privacy policy.

Bugfixes

- [SC] In the journal, already read notifications were displayed as unseen and the counter did not go out. [Call#7424677] [Call#7443601] [Call#7455479] [Call#7448234] [Call#7465205] [Call#7516052] [Call#7520986] [Call#7536225] [Call#7521325] [Call#7624198] [Call#7623891] [Call#7520986] [Call#7542525] [Call#7451020] [Call#7652008]
- [SC] The "instant messaging" permission did not work correctly [Call#6993019][Call#6985350][Call#6988450]
- [SC] Unable to listen to voicemail when Silent switch was set to Silent.
- A direct dial key could not be called with dial mode iPhone (GSM).
- If a user who was logged out or did not exist (anymore) was called, then a "click2dial call" was signaled.
- In some cases:
 - an outgoing call that was ended quickly (< 1 second) rang again after hanging up and had to be ended a second time.
- In some cases:
 - No calls were signaled in the app and it was not possible to start calls because the user was not properly logged in to the SF PBX when logging in to the app.
 - After opening the app, the user was not shown as connected (gray circle around own profile picture) and could not receive and start calls, because a timing issue when retrieving the app from the background caused the app to sometimes fail to connect to the server.
 - When starting an outgoing call, the connection setup was delayed a lot in some cases (occurred more often when a Bluetooth device was connected).
 - When searching for specific keys (Contacts > Keys > Search), there were delays in getting search results if the search was started immediately after bringing the app back from the background.
- [Beta] In the Journal, the marker for newly received chat messages directly at a list entry did not disappear after opening the chat.
- [Beta] The user was not able to change the password when he logged in for the first time or after the administrator changed the password.
- [Beta] Chat messages were not displayed in the journal after opening the app in some cases.
- [Beta] When opening a fax from the journal, only a blank screen was displayed.

STARFACE for iOS, Version 7.3.2 Build 8, Release Date: 13.01.2023

Version 7.3.2 Build 8 (Release Date: 13.01.2023)

Notes About The Release

- The app is compatible with iOS 16.

New Features / Improvements

- PJSIP update.
- Optimizations to logging to better isolate certain errors.
- [SC] In the native iOS call list, incoming STARFACE calls are displayed with formatted phone number (+49). Even if public access prefix is enabled. [Call#7143799]
- Display a message when mobile data permission is not given.
- Improvement of logging.
- Optimization of the labels in the Settings/Information section.
- Optimization of the designations in the Status menu item.
- More specific information in displayed error messages.

Bugfixes

- Bugfixes to fix / prevent certain app crashes.
- [SC] In some cases, users had no audio during calls over LTE. [Call#7456142] [Call#7593699]

- [SC] App crashed when opening a chat room/group chat in journal with iOS 16. [Call#7471268]
- In some cases, a strong noise was heard during active calls. The app often crashed after such calls.
- No audio when resuming Call after Consultation Call.
- The call on hold was immediately resumed when a consultation call was ended.
- SIP was offered as dialing method when starting a call, although SIP was not available.
- [SF 6.7.3] When resuming calls after consultation, the call was displayed twice (occurred only with SF PBX version 6.7.3).
- [SC] When activating the softphone, the error message "No iOS devices found in phone list" was displayed [Call#7283850] [Call#7289007].
- [SC][Beta] When activating the app from the background, the error message "Connection failed" "(UCPModule.XMPPUCPModuleBase.-ModuleError error 3:)" appeared. [Call#7347374]
- [SC] Redirects for group numbers were not displayed [Call#7409710].
- [SC] On an outgoing call with dialing method Callback, the call attempt aborted and an error message "The phone number cannot be called" was displayed. [Call#7286071]
- [SC] Incoming call rang only once briefly in iOS app and then disappeared but continues to ring on desk phone [Call#7298935].
- [SC] A call to a service phone number with public access prefix not 0 did not work [Call#7105865]
- [SC] When redialing in the numeric keypad, complemented digits were added at the beginning of the line instead of at the end of the line.
- Call waiting tone did not end during an active GSM call, although the call attempt was hung up.
- When scheduling a conference, previously existing participants were re-created when creating new participants.
- When scheduling a conference, numerous entries without names (with ",") were displayed first when adding participants.
- A user who started a spontaneous conference call with other users was kicked out of the conference when merging (occurred only with SF PBX version 6.7.3).
- Caller ID was not displayed in Call Manager when a call was answered while the app was in the background.
- If the app was opened only briefly, an error message was displayed the next time it was opened.
- The speaker was automatically activated during consultation calls when the consultation target hung up.
- When a user logged in with invalid credentials, no error message was displayed.
- If the username was changed by an admin of the STARFACE PBX, the changed name was not automatically displayed in the iOS app.
- In some cases, the app crashed when the user was changed.
- A large number of messages were written in the logs, when the function key "Redirect phone numbers" (FORWARD_TO_TARGET) was created for a user using the iOS app.
- When the search field was used during spontaneous conferences, the Contacts window did not close automatically.
- App crashed when More -> Preferences-> About -> Acknowledgements was clicked.
- In some cases, an outgoing call that was ended quickly (< 1 second) rang again after hanging up and had to be ended a second time.
- In individual cases, calls could not be answered when the app was in the background.
- In individual cases, an incoming call rang again immediately after previous rejection of the call.
- In individual cases, the app crashed when an incoming call was received.
- In individual cases, the app crashed when an incoming call was hung up via the red hang up button.
- In individual cases, users did not send and/or receive audio in a spontaneous conference.
- In individual cases, both participants had no audio when a call was started via the STARFACE Desktop App per set primary phone for the iOS App.

STARFACE for iOS, Version 7.3.0 Build 17, Release Date: 29.09.2022

Version 7.3.0 Build 17 (Release Date: 29.09.2022)

Highlights

- Improved call handling stability due to a stable revised base.
- Call waiting function
- Signal a second incoming SIP call when call waiting is enabled.
- Only the active call is hung up. A call on hold in parallel can then be resumed.
- Redial via the keypad
- Delete journal entries

New Features / Improvements

- Improved call handling stability due to a stable revised base.
- [SC] Call waiting can now be used correctly in the app if it has been activated for the user on the STARFACE system. [Call#6962960]
- [SC] Signal a second incoming SIP call when call waiting is enabled. [Call#6960420][Call#7126966][Call#7142704]
- [SC] Only the active call is hung up. A call on hold in parallel can then be resumed. [Call#6997480][Call#7149316][Call#7150851]
- [SC] Delete journal entries [Call#6952251]
- [SC] Extending the logs to improve the detection of duplicates (e.g. double-loaded from chat messages). [Call#7140526]
- A copied number can now be pasted into the number pad more easily.
- Redial via the keypad. By clicking the green button in the numeric keypad, the number that was previously dialed in the keypad is displayed again.
- After logging out of the app, it is no longer possible to switch to other menu items.
- Immediately after changing the password in the app, it is no longer necessary to log in again.
- Uniform naming of the "Return" keys in the "Change password" screen.
- Uniform designation of chat statuses (across apps).

Bugfixes

Beta-Feedback:

- [Beta] [SC] For call list entries of contacts from the (native) iPhone address book, the names were not displayed, only the phone number. [Call#7299802]
- [Beta] [SC] In the menu item Status the text about the own chat / presence status was not displayed. [Call#7282121]

- [Beta] [SC] Click2Dial calls started from the STARFACE Desktop App for the STARFACE App for iOS stored as primary phone (via selection of primary phone) did not work correctly. [Call#6962902][Call#6962765]
- [Beta] OPUS codec did not work.
- [Beta] When using the new redial feature in the numeric keypad, the last number was displayed again, the number could not be edited in the numeric keypad.
- [Beta] When chat was disabled in the app and the SF app for macOS was used in parallel, the user's chat status was set to "Logged out" when the SF app for iOS was put into the background.
- [Beta] A user was not shown chats, faxes and voicemails in a certain case (=large first letter of the user name). Sending chat messages did not work either.
- Bug fixes to prevent certain app crashes

Other bugfixes:

- [SC] Call rang only once briefly and then automatically ended on iPhone, but continued to ring on all other logged in devices. [Call#7111459][Call#7113681][Call#7114329][Call#7134429][Call#7103917][Call#7128561][Call#7136730][Call#7140199][Call#7174574][Call#7158121]
- [SC] In 'Contacts' > 'Keys' no more keys were displayed if a function key of type FORWARD_TO_TARGET (=redirect call numbers to a specific destination) was configured. [Call#7117022][Call#7136892]
- [SC] Toggling between a held call and a still ringing outgoing consultation call caused audio problems (call participants did not hear each other). [Call#6986537]
- [SC] In some cases, an incoming call was not connected correctly after answering if the iPhone was locked. [Call#7178873]
- [SC] Failed to create a new mailbox greeting using the STARFACE App for iOS when the iOS app was selected as the recording medium in the Web UI [Call#7107979][Call#6996412]
- [SC] In individual cases, chat messages were displayed twice in the app. [Call#7140526]
- [SC] Forwarding a call ringing on an iQueue group via the STARFACE App for iOS did not work. [Call#6994335]
- App continued Incoming call kept ringing on the STARFACE App for macOS although it was already answered with the STARFACE App for iOS. ringing if the call has already been answered on another device.
- When a Click2Dial call was started by primary phone via STARFACE Desktop App for STARFACE App for iOS, users did not hear each other (if iPhone was not locked).
- A call already forwarded from another device / SF app continued to ring in the STARFACE app for iOS.
- When rejecting an incoming call, the caller was not signaled with a busy signal.
- An active call started by the user was muted when a second call came in and call waiting was enabled.
- The Preferences permission did not affect users of the STARFACE App for iOS.
- After a third participant had left the conference, it was no longer possible to add a new third participant to the conference.
- When scheduling a new conference via the app, the "Participant will be called" option was automatically set for the moderator of the conference.
- The app crashed when multiple actions were done in quick succession in the Conferences tab.
- In some cases, chat messages were received even though chat was disabled.
- When a user changed the time of an already scheduled conference and saved it, the newly set time for this conference was not displayed in the scheduled conferences screen.
- The creation of a new iFMC number cannot be cancelled.
- The number entered in the numeric keypad was not automatically deleted when a call was made to it from the numeric keypad with the dialing mode set to Callback or Call-Through.
- In the mask for changing the password, the "Old (current) password" field was not displayed.
- After accepting a attended transfer call, the name of the transferring person was still displayed in the call manager of the app if the iPhone was locked.
- "Connecting..." was displayed after a second (SIP) call was accepted.
- In some cases, resuming a held call did not work correctly. The call was displayed as resumed on the iPhone, but for the caller it was still on hold.
- Calls ringing at the same time were rejected (with call waiting option enabled).
- For calls ringing at the same time, timeout forwarding did not work correctly (with Call Waiting option enabled).
- Simultaneously ringing call use busy redirection did not work correctly (call waiting active).
- When on an answered consultation call the other party hung up and then the call previously placed on hold was resumed, the red hang up button no longer worked.
- Incoming Call2Go call rang only briefly in the app and then disappeared.

STARFACE for iOS, Version 7.2.0 Build 5, Release Date: 07.07.2022

Version 7.2.0 Build 5 (Release Date: 07.07.2022)

Bugfixes

- [SC] A call via the dialing method Call-Through (in connection with the required Call-Through module) to a fully qualified phone number with 00xx at the beginning failed. [Call#7108406][Call#7105865]
- [SC] If a user only has a desk phone and no STARFACE App to chat with, then he was shown in the STARFACE App for iOS in his BLF as having the status text "Offline" / "Logged off". [Call#6950277]
- In the menu item numeric keypad on iPhone models with smaller screen sizes, the delete button was incorrectly moved down a bit and could no longer be used correctly in some cases.
- A phone number inserted into the numeric keypad via copy & paste could not be edited.
- A newly created user could not log in to the STARFACE App for iOS.
- The first time the app was started after installation, the user was not taken directly to the login screen.
- An iFMC number with a "+" at the beginning was not automatically converted to "00" if an iFMC entry was added or edited.
- It was not possible to start a call via call-through dialing method using a configured BLF key in Contacts => Keys. Even if the default dialing method was set to Call-through and a Call-through number was stored.
- If the user has activated Callback as default dialing method, the softphone has been temporarily deactivated in the STARFACE App and one starts a STARFACE call from a linked phone number, then the call will be started by Callback dialing method in the STARFACE App.
- A new user of a STARFACE Cloud system did not receive a password change prompt when logging in for the first time in his STARFACE App for iOS.
- In the display of the filter options in the call list in the journal, an empty line was displayed if the user is not assigned to a group.
- In the contact details page for a contact of the own STARFACE, telephony, chat and DND status was not displayed correctly.

- In the native app overview of the iPhone, the display of the missed call counter of the STARFACE app was not correct in some cases (digit at the top right of the STARFACE icon).
- If a user without STARFACE Premium right logs into the app, then he will get a clear error message "You have no STARFACE apps premium permission."
- In the Settings menu, in the Ringtone submenu, the forwarding of the "Configure iPhone Ringtone" option did not work in some cases.
- Adding a new contact to the STARFACE address book did not work correctly (the new contact was not created correctly).
- When a call ended that was initiated via the number pad in the SF app, the entered number in the numeric keypad was not automatically removed.
- After login, in some cases the error message "Connection failed. Please check your network connection." was displayed even though the user had a stable network connection and was successfully logged in.
- It was not possible to activate the softphone via the "Softphone enabled" switch when the user is connected to a cloud.
- It was not possible to open the user data of the own user (via status => click on avatar) if the user is connected to a cloud.
- It was not possible to revoke the moderator rights for a scheduled conference in the STARFACE App for iOS for the own user (moderator).
- While scheduling a planned conference it was not possible to remove the own user from the participants.

New Features / Improvements

- When swiping down in the Journal menu item, the user is only shown the progress bar without text.
- If a user is logged out of the STARFACE App and starts a STARFACE call from the native iOS call list, then the user will see a hint message that a user login is required to start the call in the STARFACE App.
- Improved log files.
- Improved log file export (log files are now saved in a zip file).

STARFACE for iOS, Version 7.1.2 Build 3, Release Date: 10.05.2022

Beta-Version 7.1.2 Build 3 (Release Date: 10.05.2022)

Bugfixes

- Incoming call rang only once briefly and then was automatically terminated on all devices, so it could not be answered. [Call#7132588] [Call#7112530][Call#7139099]

STARFACE for iOS, Version 7.1.1 Build 21, Release Date: 07.02.2022

Version 7.1.1 Build 21 (Release Date: 07.02.2022)

Bugfixes

- When creating a new configuration via the STARFACE UP Cloud, the option 'Softphone enabled' could not be activated.
- When trying to enable the 'Softphone enabled' option during first use of the app, an error message was displayed with the information that no connection to the server is possible. [Call#6966692]
- From the call list of the native iOS app 'Phone' it was not possible to start a listed STARFACE call.
- With the 'Softphone enabled' option disabled, it was not possible to make a Call-back call. [Call#7106897] [Call#7107657]
- If the numeric keypad was opened during an active call started using the dialing mode 'Call-Back', the 'Backspace' key overlapped other keys.

New Features / Improvements

- The app permissions for microphone, notifications and access to contacts are now only requested after successful login.
- If the microphone permission is not given, then it is not possible to make a phone call with the app because no microphone can be used. In addition, the 'Softphone enabled' option cannot be turned on.
- Starting a call directly from the chat screen.
- Display of search suggestions for auto-completion of the entered phone number in the number block.
- If the 'Chat enabled' option is disabled, then when opening a chat, an info message 'Chat disabled' is displayed and it is not possible to send a chat message.
- When a call is initiated using the Call-Back dialing mode, there is a short info notification that the Call-Back call is started.
- Optimization of the design for the display of the 'iFMC' subitem in the Status menu.

STARFACE for iOS, Version 7.1.0 Build 7, Release Date: 14.10.2021

Version 7.1.0 Build 7 (Release Date: 14.10.2021)

Notes About The Release

- From now on, at least iOS 13 (and higher) is required to use STARFACE for iOS.

Bugfixes

- [SC] If a call has been initiated via the keypad, the number entered is no longer displayed in the keypad after the call has ended. [Call#6936311]
- If the filter "Own" was selected in the journal, no entries for chat messages were displayed.
- If the public access prefix was activated, a call from the call list could not be started correctly without the specified prefix.
- If the public access prefix was activated, calling a fully qualified external number from the Numpad without the specified prefix failed.

- If the public access prefix was activated, the callback of an external number via the call symbol in the Voicemail tab of the journal did not work correctly.
- Outgoing call failed when dialing French numbers without international prefix.
- [SC] In some cases the app could not log in to the server when chat was disabled. [Call#6993084] [Call#6993393] [Call#6993938] [Call#6992736] [Call#6992564] [Call#6994172] [Call#6995463] [Call#6989987] [Call#6992802] [Call#6996968]

New Features / Improvements

- Custom ringtone (iPhone ringtone can be selected as ringtone for the STARFACE app).
- [SC] If the public access prefix is activated, outgoing calls without the specified prefix are executed correctly. [Call#6953458] [Call#6945246] [Call#6940808]
- [SC] Calls are dialed with correct country prefix if the user's primary external number is not in the same country as the global line configuration. [Call#6953458]

STARFACE for iOS, Version 7.0.1 Build 154, Release Date: 18.05.2021

Version 7.0.1 Build 154 (Release Date: 18.05.2021)

Bugfixes

- Bugfixes to improve stability.
- If the app could not connect to the STARFACE server because neither WLAN nor mobile data connection was reachable, an error message was erroneously displayed stating "Connection with IPv6 address not supported".
- An active call started by the user was muted when a second call came in and call waiting was enabled.
- If two calls were received in the app at the same time (not yet answered), both calls were terminated in certain cases.

STARFACE for iOS, Version 7.0.0 Build 149, Release Date: 26.04.2021

Version 7.0.0 Build 149 (Release Date: 26.04.2021)

Notes About The Release

- Renaming of STARFACE UCC Clients and Mobile Clients to STARFACE Apps. The new product name is now "STARFACE". The distinction is made by the respective operating system. For example, in the future we will speak of "STARFACE for iOS" or the "STARFACE App for iOS".

Bugfixes

- For some users incoming calls were not signaled on the iPhone because the softphone could not be activated by the STARFACE App.
- Incoming call failed if the app was previously "hard" closed or crashed.
- The app crashed in individual cases. For example, when a user who was already in an active call accepted a second incoming call (with call waiting activated).
- The other party could no longer be heard when the call screen is moved to the background during the call and then opened again.
- Bug fixes to improve stability.

New Features / Improvements

- Renaming of the App.
- Improvements in the area of the address book.
- Correction of obsolete acknowledgements for third-party libraries and components.

Known Issues

- After "hard" closing the app (=wiping away the app) or an unexpected crash, it can take up to 60 seconds until an incoming call can be answered correctly again.

STARFACE Mobile Client for iPhone, Version 6.7.10 Build 146, Release Date: 16.04.2021

Version 6.7.10 Build 146 (Release Date: 16.04.2021)

Notes About The Release

- Version 6.7.10 (147) corresponds to the code state of the previously publicly available and stably running version 6.7.8.
- Due to an unusually high number of app crashes after updating to version 6.7.9 (143), we are rolling back the changes made.
- The reverted improvements from version 6.7.9 (143), along with the bug fixes for the aforementioned crashes, will be added in a future release.

STARFACE Mobile Client for iPhone, Version 6.7.9 Build 143, Release Date: 15.04.2021

Version 6.7.9 Build 143 (Release Date: 15.04.2021)

Bugfixes

- For some users incoming calls were not signaled on the iPhone because the softphone could not be activated by the STARFACE App.

Improvements

- Improvements in the area of the address book.
- Correction of obsolete acknowledgements for third-party libraries and components.

STARFACE Mobile Client for iPhone, Version 6.7.8 Build 137, Release Date: 25.02.2021

Version 6.7.8 Build 137 (Release Date: 25.02.2021)

Bugfixes

- Bugfixes to improve stability.

STARFACE Mobile Client for iPhone, Version 6.7.7 Build 133, Release Date: 22.01.2021

Version 6.7.7 Build 133 (Release Date: 22.01.2021)

Bugfixes

- Bugfixes to improve stability.

Version 6.7.7 (Beta) Build 132 (Release Date: 14.01.2021)

Bugfixes

- Bugfixes to improve stability.

STARFACE Mobile Client for iPhone, Version 6.7.6 Build 130, Release Date: 28.12.2020

Version 6.7.6 Build 130 (Release Date: 28.12.2020)

Bugfixes

- Bugfixes to ensure compatibility with STARFACE 6.4.

STARFACE Mobile Client for iPhone, Version 6.7.5 Build 129, Release Date: 15.12.2020

Version 6.7.5 Build 129 (Release Date: 10.12.2020)

Improvements

- Compatibility with STARFACE 7.
- Integration of French language.

Bugfixes

- Bugfixes to ensure compatibility with STARFACE 7.
- When connecting for the first time after update, the softphone was not activated and could not be activated.
- The app crashed after login and at each subsequent start of the app if the configured country on the server is US, CA, RU or KZ.
- In some cases, the caller's name was not displayed and the timer was frozen.

STARFACE Mobile Client for iPhone, Version 6.7.4 Build 119, Release Date: 17.09.2020

Version 6.7.4 Build 119 (Release Date: 17.09.2020)

Improvements

- Necessary adjustments in the context of iOS 14 changes: Among other things, display of incoming calls as notification at the top of the display.
- Improvement of the automated crash reporting.

Bugfixes

- After rejecting an incoming call via the Mobile Client for iPhone, it continued ringing on other STARFACE clients.
- If an active call was made at the Mobile Client and a second call was received at the Mobile Client in parallel, both calls were cancelled [Call#6960420].
- The Mobile Client logged in with the stored user data if it was brought to the foreground, although you had already logged out before [Call#6963187].
- It was possible to change the login data while you were already logged into the Mobile Client.
- In certain constellations, no error message was displayed if the softphone could not be activated/deactivated because you are logged on to a system that cannot be accessed from outside, e.g. due to an installed firewall, and therefore no server connection was possible.
- When calling your own mailbox (*9) then the lower three buttons in the Call Screen were also active.
- In some cases you were not heard on the first incoming call after installing the app due to missing microphone permissions, if you had not started a call yourself before.
- When creating a scheduled conference, the error message displayed for an invalid phone number was not completely correct.
- The notification counter on the app icon for a missed call was not counted up correctly for new missed calls.
- App continued ringing if the call has already been answered on another device.
- Client was disconnected after update, although he was logged in before update.
- The app sometimes crashed after the iPhone was unlocked and the Mobile Client was brought from the background to the foreground.
- If you entered a non-existent server address / hostname in the login area of the settings, then the login attempt took a very long time until it failed.
- With a STARFACE-Cloud/VM a login to the Mobile Client for iPhone was not possible correctly.
- Bugfixes to improve stability.

Beta-Version 6.7.4 Build 118 (Release Date: 02.09.2020)

Improvements

- Improvement of the automated crash reporting.

Bugfixes

- After rejecting an incoming call via the Mobile Client for iPhone, it continued ringing on other STARFACE clients.
- If an active call was made at the Mobile Client and a second call was received at the Mobile Client in parallel, both calls were cancelled [Call#6960420].
- The Mobile Client logged in with the stored user data if it was brought to the foreground, although you had already logged out before [Call#6963187].
- It was possible to change the login data while you were already logged into the Mobile Client.
- In certain constellations, no error message was displayed if the softphone could not be activated/deactivated because you are logged on to a system that cannot be accessed from outside, e.g. due to an installed firewall, and therefore no server connection was possible.
- When calling your own mailbox (*9) then the lower three buttons in the Call Screen were also active.
- In some cases you were not heard on the first incoming call after installing the app due to missing microphone permissions, if you had not started a call yourself before.
- When creating a scheduled conference, the error message displayed for an invalid phone number was not completely correct.
- The notification counter on the app icon for a missed call was not counted up correctly for new missed calls.
- App continued ringing if the call has already been answered on another device.
- User was disconnected after update, although he was logged in before update.
- The app sometimes crashed after the iPhone was unlocked and the Mobile Client was brought from the background to the foreground.
- If you entered a non-existent server address / hostname in the login area of the settings, then the login attempt took a very long time until it failed.
- With a STARFACE-Cloud/VM a login to the Mobile Client for iPhone was not possible correctly.
- Bugfixes to improve stability.

STARFACE Mobile Client for iPhone, Version 6.7.3, Release Date: 27.06.2020

Version 6.7.3 (Release Date: 27.06.2020)

Bugfixes

- Incoming calls on the Mobile Client for iPhone have in some cases stopped ringing after a short time [Call#6960268][Call#6960279][Call#6960309][Call#6960349].
- Calls are suddenly interrupted [Call #6960273].
- Bugfixes to improve stability.

Version 6.7.2 (112) (Release Date: 17.06.2020)

Improvements

- If it is not possible to deactivate the softphone in the app (e.g. because the server is not accessible), the user is shown an error message explaining why telephony could not be deactivated.

Bugfixes

- After the update the password was deleted and the user was no longer logged in to the app [Call#6958978][Call#6959043] [Call#6959017] [Call#6959055][Call#6959078][Call#6959266].
- The user received calls where only "Connect..." was displayed if the user was not within the company network and his STARFACE system is not accessible from outside due to a firewall.
- App continued ringing if the call has already been answered on another device.
- Start a call from the UCC client for the Mobile Client for iPhone (via setting as primary device in the UCC client) did not work.
- When editing an iFMC entry after entering a new number, if another field was to be edited, the newly entered number restored to previous value.
- When the app was retrieved from the background, in some cases the user was offline and an error message was displayed.
- Starting a call from a linked phone number in a mail via the Mobile Client for iPhone did not work.
- Bugfixes to improve stability.

Version 6.7.1 (111) (Release Date: 04.06.2020)

Highlights

- Technical revision of some sections (including minor design adjustments).

Improvements

- When the softphone is deactivated, the user is displayed as unavailable.
- Request at the first login to change the password for newly created users.
- Integration of the iOS 13 SDK (including minor design adjustments).
- Optimize the display of a conference call (including displaying all participants of a conference).

Bugfixes

- A callback to the direct dial key did not work, the message "An empty number cannot be called" was displayed [Call#6935274].
- Call data to and from the mobile client was not transferred correctly over some mobile networks [Call#6938055].
- When retrieving the call from a consultation call, the "Hang up" button did not work correctly [Call#6943500].
- A login to the Mobile Client was not possible, when IPv6 addresses were returned by a DNS server [Call#6948971].
- It was no longer possible to transfer a call to an external participant.
- An error message was displayed after creating a planned conference.
- [Beta] It was not possible to leave the mail screen when it was opened for a contact via the Contacts menu.
- [Beta] In some cases the message "Connection failed" was displayed if the Mobile Client was reopened after several minutes in the background.
- [Beta] After finishing a call, the client hung up in some cases and further work was only possible after a restart.
- [Beta] The call was not terminated correctly if the Mobile Client was in the background and an incoming call was accepted and then hung up again.
- [Beta] Sometimes "Connecting..." was displayed instead of the caller's name if the Mobile Client was previously in the background and an incoming call was accepted.
- [Beta] The option "Soft Phone enabled" was deactivated after logging on to the Mobile Client.
- [Beta] After entering a number in the numeric keypad, a long press on the green handset did not display a selection of the dialling mode.
- [Beta] Call continued ringing on the Mobile Client after it was answered on another device
- [Beta] Call continued ringing on the Mobile Client after hanging up (without call acceptance) if the Mobile Client was previously in the background
- [Beta] In some cases, the message "Login failed" appeared after the application woke up or opened from the background.
- [Beta] Call was in some cases still displayed in the Mobile Client after the other party hung up.
- [Beta] In some cases the Mobile Client crashed when trying to start a call via the keypad.
- [Beta] The error message "No connection to the server" appeared suddenly in some cases.
- [Beta] After the mobile client was unused for a while in the background and brought back to the foreground, the app froze in some cases, then crashed after a few seconds and wanted to send a crash report.
- [Beta] If a second SIP call was received during an active call, in some cases the call screen for the first call disappeared.
- [Beta] When the Mobile Client was retrieved from the background, in some cases the user was offline and the "Soft Phone enabled" function was disabled.
- [Beta] In some cases the call did not ring at the Mobile Client although it was listed in the call list.
- [Beta] Incoming call stopped ringing after one second in some cases.
- [Beta] Wenn der Mobile Client aus dem Hintergrund zurückgeholt wurde, erschien die Fehlermeldung "Error Connecting. Login failed".
- [Beta] When the Mobile Client was retrieved from the background, in some cases the user was offline and the "Soft Phone enabled" function was disabled.
- [Beta] It was not possible to initiate a call from the iPhone's own call journal list "Recents".

- [Beta] The message "Cannot Verify Server Identity" was unexpectedly displayed to the user in some cases after retrieving it from the background.
- [Beta] User was able to change his password while active directory was active.
- [Beta] Address book entries were not displayed correctly in some cases, no internal number was displayed.
- [Beta] If a user logged out of the Mobile Client and logged back in to another account, the data of the old user was not cleaned and in some cases the user was not reachable for a call under an internal number.
- [Beta] In certain constellations (depending, among other things, on the setting of the primary phone), a call for an incorrect device was initiated in rare cases.
- Several Bugfixes to improve stability.

Beta-Version 6.7.1 (111) (Release Date: 15.05.2020)

Bugfixes

- A login to the Mobile Client was not possible, when IPv6 addresses were returned by a DNS server [Call#6948971].
- It was not possible to initiate a call from the iPhone's own call journal list "Recents".
- The message "Cannot Verify Server Identity" was unexpectedly displayed to the user in some cases after retrieving it from the background.

Beta-Version 6.7.1 (110) (Release Date: 29.04.2020)

Improvements

- As soon as the call comes in, the user sees without delay who is calling him.
- Integration of the iOS 13 SDK (including minor design adjustments).
- Optimize the display of a conference call and display all participants.

Bugfixes

- Call data to and from the mobile client was not transferred correctly over some mobile networks [Call#6938055].
- When retrieving the call from a consultation call, the "Hang up" button did not work correctly [Call#6943500].
- After the mobile client was unused for a while in the background and brought back to the foreground, the app froze in some cases, then crashed after a few seconds and wanted to send a crash report.
- If the Mobile Client was retrieved from the background, the error message "Error Connecting. Login failed".
- When the Mobile Client was retrieved from the background, in some cases the user was offline and the "Soft Phone enabled" function was disabled.
- If a second SIP call was received during an active call, in some cases the call screen for the first call disappeared.
- In certain constellations (depending, among other things, on the setting of the primary phone), a call for an incorrect device was initiated in rare cases.
- Call continued ringing on the Mobile Client after it was answered on another device.
- In some cases the call did not ring at the Mobile Client although it was listed in the call list.
- Incoming call stopped ringing after one second in some cases.
- In some cases the call screen was still displayed even though the other party had hung up the call.
- If a user logged out of the Mobile Client and logged back in to another account, the data of the old user was not cleaned and in some cases the user was not reachable for a call under an internal number.
- Bugfixes to improve stability.

Beta-Version 6.7.1 (107) (Release Date: 09.03.2020)

Bugfixes

- Call continued ringing on the Mobile Client after it was answered on another device
- Call continued ringing on the Mobile Client after hanging up (without call acceptance) if the Mobile Client was previously in the background
- In some cases, the message "Login failed" appeared after the application woke up or opened from the background.
- Text on the call screen during an active call was not translated into German.
- In the main menu the menu item Keypad was not translated.
- The weekday abbreviations in the iFMC screen were not translated.
- Call was in some cases still displayed in the Mobile Client after the other party hung up.
- In some cases the Mobile Client crashed when trying to start a call via the keypad.
- Sometimes "Connecting..." was displayed instead of the caller's name if the Mobile Client was previously in the background and an incoming call was accepted.
- The error message "No connection to the server" appeared suddenly in some cases.

Beta-Version 6.7.1 (105) (Release Date: 17.02.2020)

Bugfixes

- Texts in the call screen during an active call were not translated into German.
- In a few cases, "Connecting..." was displayed instead of the caller's name if the Mobile Client was previously in the background and an incoming call was accepted.
- The option "Soft Phone enabled" was deactivated after logging on to the Mobile Client.
- Address book entries were not displayed correctly in some cases, no internal number was displayed.
- After entering a number in the numeric keypad, a long press on the green handset did not display a selection of the dialling mode.

- Faulty display of the over screen with iOS version 11.2.6.
- The call was not terminated correctly if the Mobile Client was in the background and an incoming call was accepted and then hung up again.
- Various bugfixes to improve stability.

Beta-Version 6.7.1 (103) (Release Date: 08.02.2020)

Bugfixes

- The password field was not cleared after changing the temporary password, if a new user has to change his password at the first login
- In some cases the message "Connection failed" was displayed if the Mobile Client was reopened after several minutes in the background (problems with reconnect)
- After finishing a phone call via the Mobile Client for iPhone, the client hung up and further work was only possible after a restart

STARFACE Mobile Client for IOS, Version 6.7.0 (102) (Beta), Beta-Release Date: 28.01.2020

Beta-Version 6.7.0 (102) (Release Date: 28.01.2020)

Improvements

- Request to change the password of newly created users at the first login

Bugfixes

- An error message was displayed after creating a planned conference
- Further stability improvements

Beta-Version 6.7.0 (101) (Release Date: 19.12.2019)

Improvements

- When the softphone is deactivated, the user is displayed as unavailable

Bugfixes

- It was no longer possible to transfer a call to an external subscriber
- User could change his email address in his profile while Active Directory was active
- User could change his password in profile while Active Directory was active
- No error message was displayed if an incorrect port number was entered
- An incorrect heading was displayed for group chats
- It was not possible to leave the mail screen when it was opened for a contact via the Contacts menu item

Beta-Version 6.7.0 (100) (Release Date: 10.10.2019)

Improvements

- Extensive refactoring of a large part of the previous functions of the app

STARFACE Mobile Client for IOS, Version 6.6.10, Build 60, Release Date 20.07.2019

Version 6.6.10 (Release Date: 20.07.2019)

Bugfixes

- The app did not properly log off from the server when it was closed or it was stopped unexpectedly

Version 6.6.9 (Release Date: 12.07.2019)

Improvements

- Significantly reduced the activation time of bluetooth audio devices for incoming calls

Version 6.6.8 (Release Date: 07.07.2019)

Bugfixes

- The softphone activation setting was not persisted through a client shutdown, which resulted in phone calls being accepted when the app was closed

Version 6.6.6 (Release Date: 18.06.2019)

New Features und Improvements

- "UCC premium licenses" are automatically assigned to a user when logging in or the softphone is activated.

Bugfixes

- Some avatars and images were unable to be loaded
- Small fixes

Version 6.6.5 (Release Date: 29.05.2019)

Bugfixes

- Under special circumstances the client could crash while establishing a SIP-Connection

Version 6.6.2 (Release Date: 24.04.2019)

New Features und Improvements

- Improved Logging

Version 6.6.0 (Release Date: 28.02.2019)

New Features und Improvements

- Managed Conferences can now be configured
- The user can now manage their basic data in the client
- Contacts can now be added to the STARFACE address book
- The client now shows the directory tree of the STARFACE address book
- Incoming and outgoing faxes now have individual icons in the lists
- The password is removed from the login form after logging out of the client
- Invitations to group chats are now displayed
- The telephone and chat statuses are now displayed on address book contacts
- The synchronization of chat messages has been improved
- The speed of the login process when starting the client for the first time has been increased
- The search history is now cleared on logout
- An audio device can now be selected when placing a phone call
- A new "Info" page has been added, which contains more information than the old one
- The version of the app now matches the server versioning system

Bugfixes

- Incoming phone calls were sometimes not displayed if the app was in the background [Call#6913921]
- The group chat search field was sometimes displayed incorrectly
- Journal entries did not always have the correct date and time
- Old chat messages did not load completely in some circumstances
- The "start chat" button was sometimes displayed incorrectly
- It was possible for chat messages to be received even when the chat function was deactivated
- It was possible for an SSL Error to be displayed when searching for address book contacts [Call#6907213]
- In rare cases, it was possible for chat messages notifications to not contact a sender
- It was possible for updating the user's avatar to fail sporadically

STARFACE Mobile Client for IOS, Version 2.1.11

• New Features und Improvements

- Push notifications are now used to improve availability. This means that important notifications and events are displayed on the device's screen, without the need for the app to be open
- Apple CallKit has been integrated. This means that the STARFACE Client is a fully integrated phone app in iOS
- GSM calls can now be started from the app without an active data connection
- Phone calls via Call-Through can now be started via the GSM network without an active data connection

Bugfixes

- Fixed a bug which could prevent starting phone calls and sending faxes from the journal
- Fixed a bug which prevented the answering of phone calls while the iPhone was locked
- Fixed a bug which caused the app to crash after using the Call-2-Go function
- Fixed various display issues
- Fixed miscellaneous small issues